



Professional Development

Podcasting With GarageBand '09



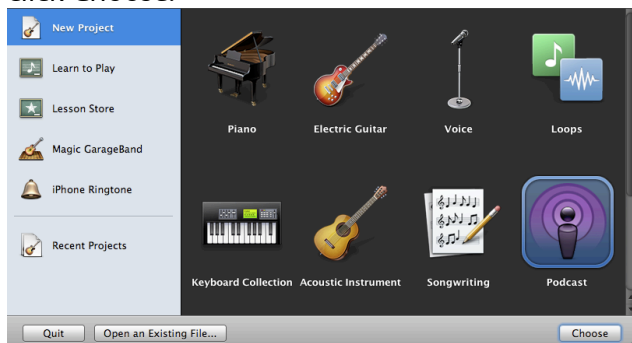
Starting a GarageBand Podcast Project

Types of Podcasts

You can create several different types of podcasts in GarageBand:

- *Audio podcasts include audio with narration, dialogue, music, and sound effects.*
- *Video podcasts include both video and audio.*
- *Enhanced audio and video podcasts can also include chapter markers, artwork, and*
- *Web addresses (URLs).*

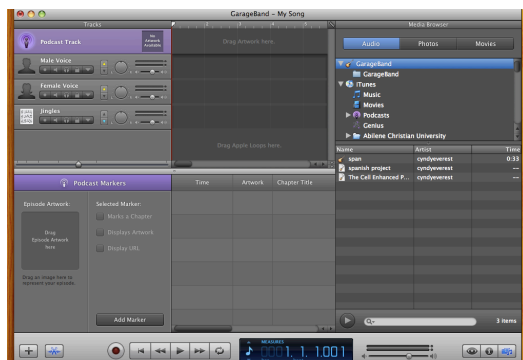
1. Open GarageBand and select Podcast. You will be prompted to enter a name for the file, then click Choose.



A new, empty podcast project appears in the GarageBand window. In a podcast project, the podcast track appears above the other tracks in the timeline. The Media Browser opens, and the editor shows the marker list, with columns for the start time, artwork, chapter title, URL title, and URL for each marker. Podcast projects include tracks for male and female voices, jingles (musical background tracks), and radio sounds.

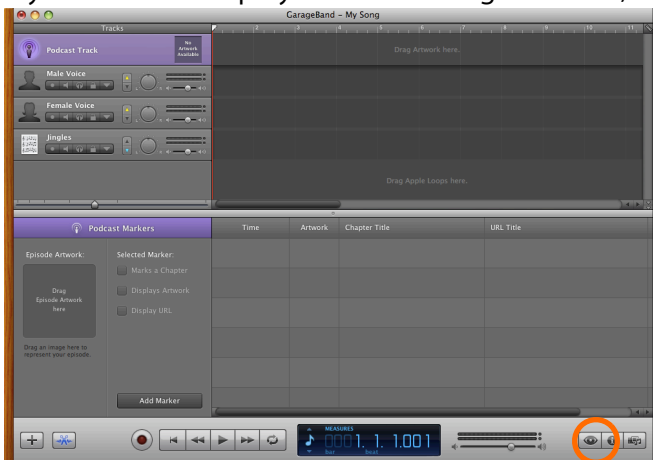
Note: A project can have either a podcast track or a movie track, but not both. If you try to show the podcast track for a project that contains a movie track, a dialog appears asking if you want to replace the movie track with a podcast track.

2. The project is opened with a Podcast track, a male and female vocal track, and jingles track and a radio sounds track. It looks like this:





3. If you'd like to simplify the screen to get started, click the Media Browser button to close it.



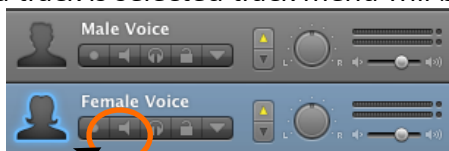
Media Browser button

4. Let's take a closer look at the Tracks and Mixer columns in the upper left corner. The Podcast track is where images will be added for an enhanced Podcast.



5. The tracks in the Tracks column contain the same buttons. Hold the cursor over any of the tools in these two columns to find out what they are.

- When a track is selected track menu will be highlighted.

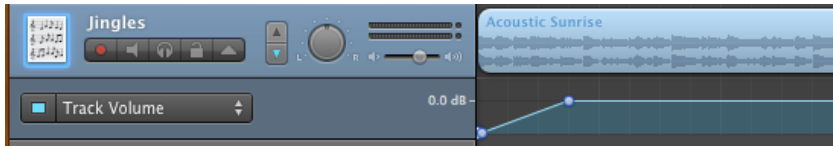


- The Speaker is actually a Mute button. Click that and the track won't be played.
- The headphones button is used to Solo a track. Click it if you only want to hear that one track.
- The lock button will prevent a track from being changed.

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- The down arrow opens up the View / Hide Automation for the track. This is where you can add individual adjustments to the sound level as well as the track pan. Click the blue line to add dots. Drag the dots up and down to effect the volume.



6. The tools in the Mixer column are as follows:

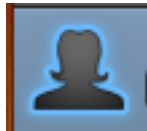


- The yellow arrow indicates that Ducking is in effect. This means that when there is audio on this track any others will quiet down. Ducking can be adjusted very easily in this version. Use the GarageBand help to find out how.
- The Set Track Pan control (circle) allows you to determine which speaker this track is broadcast through. (L or R)
- The track volume level meter indicates when the sound is in a safe (green) zone.
- The volume slider allows you to adjust the volume for the entire track.

Recording Narration and Dialogue

You can create podcasts with only spoken narration or dialogue, or add musical backing tracks, sound effects, and other sounds. You record narration in a Real Instrument track. The podcast project includes two Real Instrument tracks, named Male Voice and Female Voice, that are optimized for recording spoken narration or dialogue. To record narration or dialogue:

1 Select either the Male Voice or Female Voice track by clicking the silhouette in the track header.



2 Click the red record button.



Record button Play Button

3 Move the playhead to the point where you want to start recording.

4 Click the Record button, then start speaking. When you're done recording, click the Play button or Spacebar.



Adding Podcast Sounds

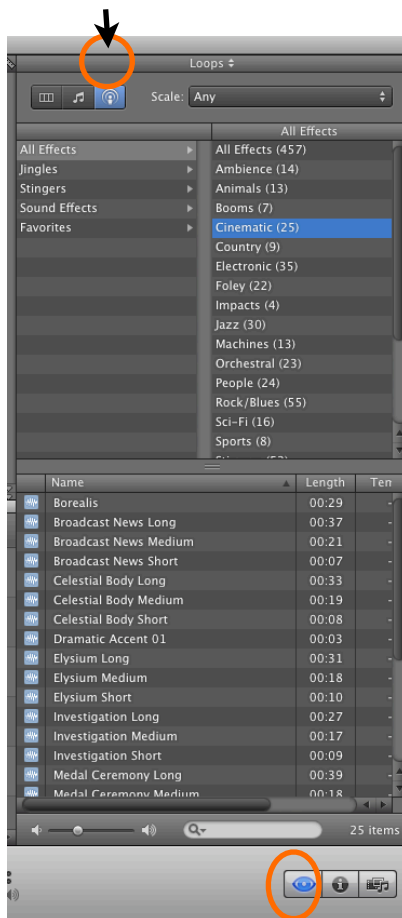
GarageBand includes a variety of loops for you to use in your podcasts, including the following:

- Jingles are complete background music tracks that you can use behind the narration or dialogue, between spoken segments, or as an intro or outro. Some jingles are available in long, medium, and short versions.
- Stingers are brief sounds that can be used as transitions or audio “punctuation” between speakers or between sections of a podcast.
- Sound effects include the sounds of people, animals, and machines, as well as room ambience and other environmental sounds.

You can search for podcast sounds in the loop browser, preview them, and add them to your podcast project.

To search for podcast sounds in the loop browser:

Podcast sounds button



1 Click the Loop Browser button to open the loop browser.

2 Click the podcast sounds button (with the radiating sound wave) in the upper-left corner of the loop browser to switch to podcast sounds view.

3 Click a category in the left column, then click a subcategory in the right column to show matching loops in the results list. The columns in the results list show the loop name and the length for each loop.

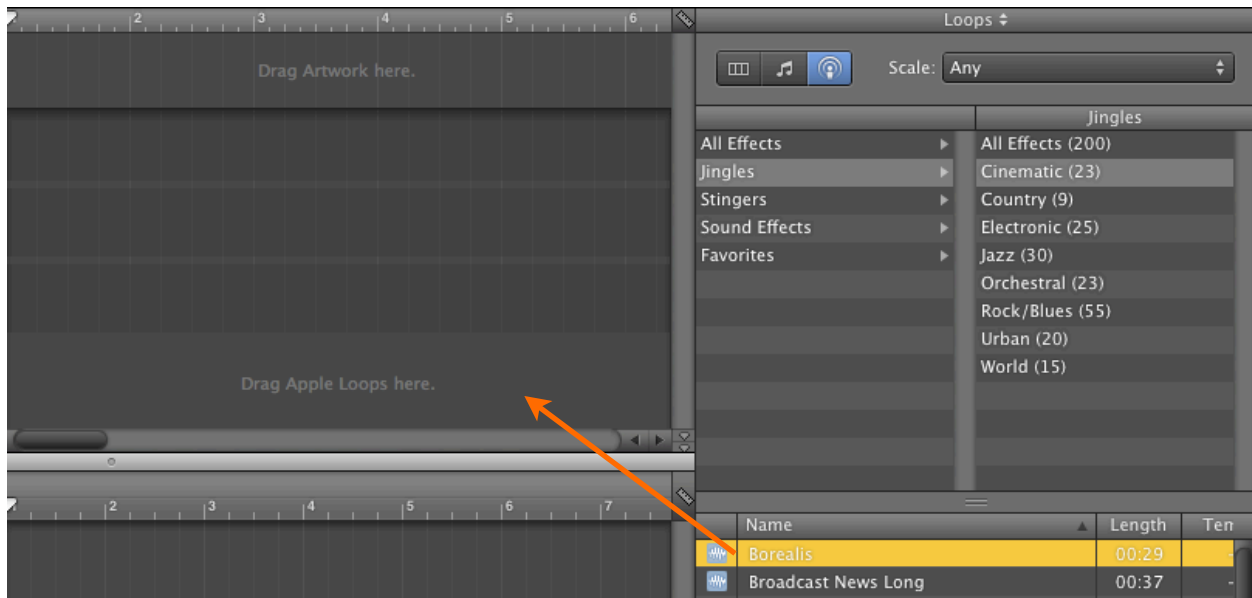
4 Click a loop to preview it in the loop browser.



Loop Browser Button



5. When you find the file you want drag the file to the area that says Drag Apple Loops here. A new track will be created.



Importing Music, Pictures or Movie Files with the Media Browser

You can import media files from other iLife applications, including iTunes and iPhoto, into a podcast project. You can also import other GarageBand projects that have been saved with an iLife preview. You can find and preview media files in the Media Browser. You can also add other folders to the Media Browser, so you can add media files in the folders to your projects.

To find and preview media files in the Media Browser:



1 Click the Media Browser button, the icon shows different types of media. The Media Browser opens to the right of the timeline.

2 Do one of the following:

- To view GarageBand projects and files in the iTunes library, click the Audio button.
- To view files in the iPhoto library, click the Photos button.
- To view iMovie projects and files in the Movies folder, click the Movies button.

3 In the Media Browser, navigate to the folder containing the files you want to use.

- To import an audio file drag the audio file from the Media Browser to the timeline.
- To import a picture file, drag the picture to the podcast track.
- To import a movie file, drag the movie to the podcast track.

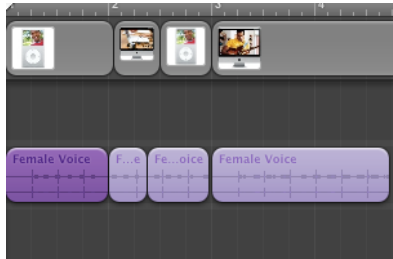


Recording Your Podcast

1. Click on the Male or Female Voice track.
2. Click the record button. Say your comments. Press the space bar when done.
3. If you make a mistake, click the purple recording, then press delete.

Hint: When making an enhanced podcast it is easiest to drag in one file, record the sound, match the length the images shows to the length of the sound. Next, drag over the next image, record the sound, match the length. Repeat until done.

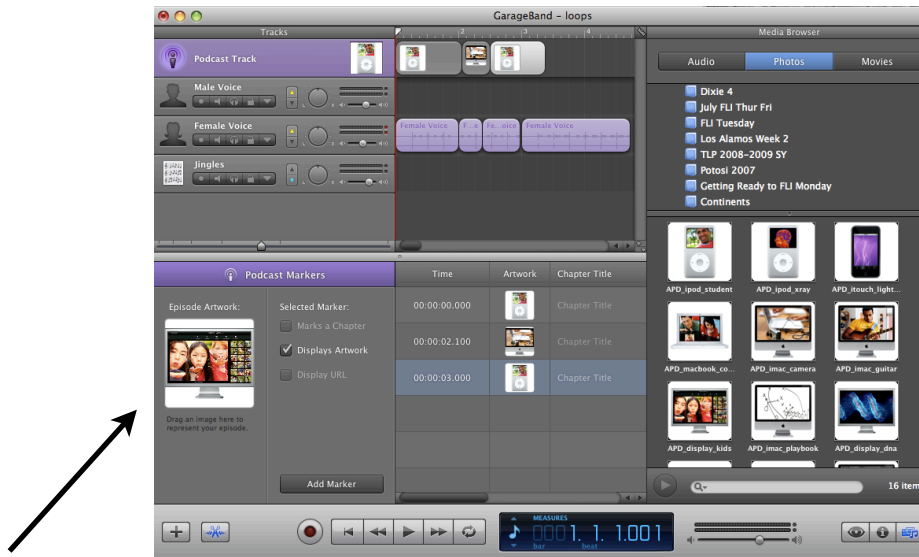
It should look like this:



Adjust the length of the time the image shows and Previewing the podcast

1. To adjust the length click on the edge of the image. A two way arrow appears.
2. Click and drag right or left to adjust the length the image plays.
3. To preview the podcast click the Podcast Preview window. Click the rewind button, then the play button.





Adding Episode Artwork

You can add episode artwork to the podcast track. When you play the podcast in iTunes or view it in iWeb, the episode artwork is visible whenever there is no marker region with its own artwork.

To add episode artwork:

- 1 In the Media Browser, locate the artwork you want to add.
- 2 Drag the artwork from the Media Browser to the Episode Artwork well in the editor.

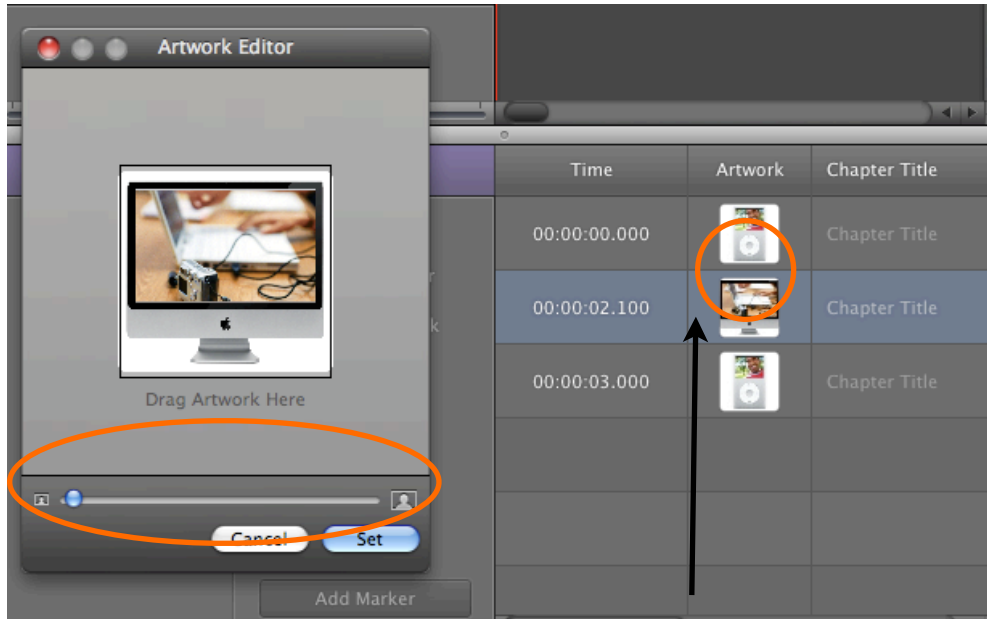
The episode artwork appears in the Episode Artwork well. When you play the podcast, the episode artwork appears when there is no marker region with artwork.

Editing Artwork

You can resize and crop both marker region and episode artwork. In the image editor, you can resize and crop your artwork to show all or part of the original image.



To edit artwork:



Size Slider

Episode Artwork

- 1 Double-click artwork in either the **Episode Artwork** well or the marker list. The image editor opens, showing the artwork.
- 2 Drag the **size slider** to resize the artwork as large or small as you want. The black square shows what part of the artwork is displayed when you play the podcast.
- 3 Drag the artwork so that the part you want to display is within the borders of the square.
- 4 You can replace the artwork by dragging a new image to the image editor.
- 5 When you're finished, click Set.

Creating a Video Podcast or Movie Project

Creating a video podcast is similar to creating an audio podcast, except that it includes a movie or video file and does not include artwork. You can import an iMovie project or other QuickTime-compatible video file, view the video as you add audio, and add and edit markers. When you're finished, you can send the completed project to iWeb to publish as a video podcast, send it to iDVD to burn to a DVD, or export it as a QuickTime movie.

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1 Choose File > New.

The New Project dialog appears.

2 Click New Project, then click Movie.

3 Click Choose.

A new, empty movie project appears in the GarageBand window.

Importing a Movie or Video File

You can import an iMovie project or other video file from the Media Browser. The Media Browser lets you quickly locate iMovie projects and other video files in your computer's Movies folder, as well as other media files.

When you import a movie into a project, the movie appears in the movie track, beginning at the start of the project. You can't change the position of the imported movie in the project.

Note: A project can contain only one movie or video file. If you import a movie into a project that already contains one, a dialog appears asking if you want to replace the existing movie with the new one.

Viewing the Movie

When you import a movie into a project, the movie track appears at the top of the timeline, showing still frames from the movie.

To view the movie or video file:

1 If the movie track is not visible, choose Track > Show Movie Track.

2 Click the Preview button (the large square button showing a movie frame) in the header of the movie track. The movie preview window appears.

3 To play the movie, press the Space bar.

4 To move to a different part of the movie, move the pointer over the preview window, then drag the slider that appears.

5 To resize the preview window, drag the lower-right corner of the window.

Working with the Movie's Audio Track

If the movie contains an audio track, a new Real Instrument track named Movie Sound is created below the movie track for the movie's audio. You can edit the Movie Sound track exactly as you would edit any Real Instrument track: you can mute or solo it, adjust the volume level and pan position, and add effects.



Note: If you mute the Movie Sound track, the movie's audio will not be included when you send the movie to iDVD or iWeb or when you export it as a QuickTime movie.
Adding Audio

You can record narration in a video podcast in exactly the same way as in an audio podcast. You can add audio files from the loop browser, including both musical and podcast sounds loops. You can also record in Real Instrument and Software Instrument tracks, in exactly the same way as for other GarageBand projects.

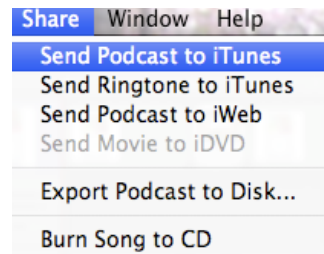
Sharing Music Projects

After you create your project in GarageBand, you can share your music in several ways. You can send projects to other iLife applications, such as iTunes, iWeb, and iDVD, or export them to disk. You can also burn a song to a CD.

You can send a music project to an iTunes playlist. In iTunes, you can listen to the song, download it to an iPod, or burn the playlist to a CD.

To send a song to an iTunes playlist:

From the menu bar choose Share > "Send Song to iTunes."



You can set the name of the iTunes playlist to which files will be exported, and set the name of the album and composer, in the Export pane of GarageBand preferences.

To export a song as an audio file:

1 Choose Share > "Export Song to Disk."

2 In the Export dialog, click Export.

When you export a song to disk, by default the song is exported as a compressed AAC audio file. You can change the compression settings to export a song as a compressed MP3 file or an uncompressed AIFF file. You can also change the audio quality of the exported file.



Keyboard Shortcuts

Action	Shortcut
Navigation/Moving the playhead	
Play/Pause	Space bar
Go to beginning	Home or Z
Go to end	End or Option-Z
Move back (the amount depends on zoom level)	Left Arrow
Move forward (the amount depends on zoom level)	Right Arrow
Move back in larger increments	Option-Left Arrow
Move forward in larger increments	Option-Right Arrow
Move back by the visible width of the timeline	Page Up
Move forward by the visible width of the timeline	Page Down
Zoom out	Control-Left Arrow
Zoom in	Control-Right Arrow
Tracks	
Create new track	Command-Option-N
Duplicate track	Command-D
Delete selected track	Command-Delete
Select next higher track	Up Arrow
Select next lower track	Down Arrow
Mute/Unmute selected track	M
Solo/Unsolo selected track	S
Show/Hide track automation curve	A
Lock track	L
Show/Hide arrange track	Command-Shift-A
Show/Hide master track	Command-B
Show/Hide podcast track	Command-Shift-B
Show/Hide movie track	Command-Option-B
Turn ducking on/off	Command-Shift-R